



Tim Farmer
Adult Sports Coordinator
Telephone: (619) 409-5893
tfarmer@ci.chula-vista.ca.us
www.chulavistaca.gov/goto/adultsports

KICKBALL 5x5x5 – SPRING 2012

WHAT IS 5x5x5 Kickball?

A normal kickball team would be 10 players on the field at once. With 5x5x5, you only need 5 players on your team. You will play a rotation with 2 other teams at the same time. For example, let's call the teams A, B, & C. Team A would play all outfield positions and catcher; Team B would play all infield positions and pitcher; and Team C would be at "bat". After 3 outs are made, the teams would rotate. Team C would then be outfield and catcher; Team B would "bat"; and Team A would be infield and pitcher. Rotate one more time for a complete inning. The team with the most runs at the end of the game wins.

WHY 5x5x5?

Since we are just starting the league, we wanted to give people a better chance at fielding a complete team. It should be easier to come up with only 5 players (up to 8 people on the roster) as opposed to coming up with 10+ every week.

HOW MANY FEMALES/MALES DO WE NEED?

Each team must have at least 2 players of each gender on the field at all times.

REGISTRATION DATE

***WALK-IN**

January 9th, 2012; 1:00pm – 6:00pm

Mt San Miguel Park

2335 Paseo Veracruz, CV, 91914

Payment by cash, check, VISA, Mastercard, or American Express

NEED A VALID EMAIL ADDRESS

ONLINE

24 hours per day beginning January 9th, 2012 at 1:00pm

Payment by VISA, Mastercard, or American Express

<http://www.chulavistaca.gov/goto/sports/>

NEED A VALID EMAIL ADDRESS

*Any walk-in registrations after 6:00pm on January 9th must be done during programmed activities at Mt San Miguel Park. Walk-in registration **will no longer be taken at Monteville** or any facility other than Mt San Miguel Park.

FEES

\$245 Resident team

This covers all fees, including referee fees, field prep fees, light fees, and award shirts for the top 2 teams.

LEAGUE START DATE

The Spring 2012 league is scheduled to begin February 12th, 2012.

The Athletics Section reserves the right to modify any rule without notice, move a team from one division to another with notice, and make the final decision on all rulings not associated with the actual game play, in which case, the referee has full authority.

GENERAL INFO

Each manager will be responsible for informing his/her players of the content of this rules packet and will be responsible for the conduct of his/her teams player, and spectators.

INSURANCE

Players are responsible for providing their own insurance.

AWARDS

Champions in each division will receive 7 Championship shirts.

Runner-ups in each division will receive 7 award shirts.

ROSTERS

<http://www.chulavistaca.gov/goto/sports/> - click on Team Rosters

1. Initial rosters must be turned in or completed online by the **first game**. All rosters filled out on a handwritten roster and turned in will be entered online by Recreation staff. **NO NICKNAMES ON THE ROSTER.**
2. Rosters will have a maximum of 8 players.
3. It is **FULLY** the manager's responsibility to make sure all players on his/her team is officially signed onto the roster.
4. **ALL PLAYERS** must be on our waiver list before they play, or have signed the waiver on the handwritten roster (League administration will follow up and this is not enforceable by the referee or through an appeal).
5. No additions will be made to the roster after the roster cut-off date of **March 16th**, with the following exception:
 - a. Any team that chooses to add a player(s) to their roster after **March 16th** will forfeit their right to advance in the playoffs.
6. **AFTER March 16th**, a team that doesn't have enough players to avoid a forfeit may elect to play the game with players not on their roster, as long as the opposing manager agrees, and the following criteria is met:
 - a- The team using the players not on the official roster must not have more than 5 players present for their game.
 - b- The player **MUST** complete the blank waiver with the scorekeeper
 - e- Any non-rostered players must be removed from the game when there are 5 rostered players available.
7. **ALL** players must have a valid ID card in case of "roster check"

ROSTER CHECK

"Roster Checks" will be handled immediately on the court. If a team suspects an illegal player, the manager from the protesting team will inform the referee, the scorekeeper, and the opposing manager of a roster check. The team in question must provide ID from the player(s) in question, and the umpire will verify the information provided by the manager and player(s) in question with the roster in the scorebook. If the player(s) in question are not on the roster, the illegal players will be ejected from the game and play can continue. If the manager fails to provide a roster, the player(s) in question will automatically be ejected. If the ejected players cause the team to drop below 4 players, the game will be forfeited.

CODE OF CONDUCT

1. The team manager is responsible for his/her own fans. If the team manager cannot control an unruly fan or player, the team could forfeit its game. The referee will warn the manager first before forfeiting the game.
2. Trash talk, taunting, and foul language will not be tolerated. A minimum of a technical foul shall be issued for any infraction, and a maximum of ejection with suspension.

EJECTIONS

1. A player ejected from a game shall leave the court immediately. If ejected for unsportsmanlike behavior, the player will be required to leave the gym and the park (out of sight and sound from the referee and scorekeeper), within 2 minutes. Failure to do so may cause the player's team to forfeit the game. The umpire should give a final warning at 1 minute, 30 seconds.
2. A player ejected from a game for unsportsmanlike behavior will face a minimum of one game suspension that will be enforced the following game.
3. A player who is ejected from a game a second time for unsportsmanlike behavior will be ineligible from further participation for the remainder of the season, and possibly a longer suspension.
4. Any player or fan threatening staff, scorekeeper, or a referee will be banned from our league for a minimum of 1 year.
5. Any player involved in a fight before, during, or after one of our games may face a lifetime ban.

6. Any player receiving two technical fouls in a game is automatically ejected.

DISCIPLINARY COMMITTEE

NEW A committee of 3-4 members will be established each season to act upon disciplinary measures for violators of acceptable conduct set forth in this rules packet. The committee will consist of the City of Chula Vista Athletic Director, 1 or 2 players/managers who were nominated or delegated, and a representative from the official's organization.

PARK REGULATIONS

1. NO GLASS CONTAINERS allowed in any City Park.
2. **Smoking is prohibited in all City Parks.** Players will be subject to ejection if caught smoking in the Park their game is played. This also includes parking lots and restrooms.
3. Children may not be left unattended in City Parks.
4. Pets may not be left unattended in City Parks.
5. Only players listed on the team roster should be on the team's bench.

STANDINGS

Standings will be posted online and should be available 2 business days after your game.

EQUIPMENT

Teams are not required to wear a uniform or provide any equipment. All necessary equipment will be provided.

RULES

WAKA will be the basis of the league rules. More detailed "house" rules will be given to all teams 2 weeks prior to the first game.

GAME TIMING

Games will be played at 5:30pm, 6:40pm, 7:50pm, and 9:00pm (depending on amount of teams registered).

Games will be played to 60 minutes kill time.

FORFEITS

A team must have 5-roster players at game time to avoid forfeit. A mandatory 10-minute grace period will be given to a team if needed to field a proper roster. This time will be deducted from game time. If a referee is not present at game time, the grace period will begin immediately once the referee is on the court and has verified the number of players for both teams. If a team forfeits, any combination of 5 players (as approved by the other teams) may fill in. The runs scored by the fill-in players will not count towards the final score.

POSTSEASON

The top 3 teams will play a modified single-game Championship.

TIEBREAKERS

Tiebreakers in the standings will be decided using this criteria and in this order:

- a) head to head record, b) total points head to head, c) least points allowed in season, d) most points scored in season, and e) play-off game.

If 3 or more teams are tied with the same record, the tiebreaker criteria will be as follows:

- a) most total wins against other 2 teams, b) least points allowed against other 2 teams, c) most points scored against other 2 teams.